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CAPCOM

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

©The Walt Disney Company
Produced by CAPCOM CO.,LTD. 1990

Printed in Japan

NES-VD-AUS

Disney Adventures In The Magic Kingdom

INSTRUCTION MANUAL

CAPCOM

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

GETTING STARTED

1. Insert the **Adventures in the Magic Kingdom** GAME PAK and turn on your Nintendo Entertainment System. The title page will appear. At this point you will choose to start a new game by pressing the **START** button.

2. The next page is the Name Entry page. You can enter your own name into the game by moving the arrow to the letters you desire and press the **A** button. If you wish to remove a letter, press the **B** button. When you have completed your name press **START** and you will go to the next stage.

3. Mickey Mouse, Donald Duck, and Goofy appear in front of the Enchanted Castle and set the stage for the game. To continue their dialogue, press the **A** button. You can start the game from this stage by pressing **START**.

PLAYING THE GAME

There are six different games within **Adventures in the Magic Kingdom.** Five of them are attractions in the park and the sixth is a series of Disney trivia questions that are asked throughout the Magic Kingdom. When you complete a game successfully, you will be awarded a silver key. When you collect all six silver keys you can proceed to the enchanted castle to begin the parade.

THE SELECT FEATURE

While you are walking through the park or in many of the attractions, you can press the **SELECT** button to help your character. An options screen will appear that offers information and items that can help you complete the next stage.

This screen shows how many players are available, the time remaining (if you are on an attraction), and how many keys and stars have been collected.

THE SELECT FEATURE (cont.)

You can collect stars in every attraction except for Space Mountain. Use the stars here by trading them for helpful items. Their cost in stars is next to each item. To get the item, press the **A** button. The items are:

Life Up - Each one gives player an extra heart in an attraction.

Invincible - Enemy characters cannot harm you when this is used.

Freeze - All enemies stop moving for a brief moment. Note: they will still harm the player if they are touched while being frozen.

Player receives 1 star for every star collected in the Haunted Mansion and Pirates of the Caribbean, and 5 stars for every star collected in Autopia and Big Thunder Mountain.

CONTROLLING THE CHARACTER

There are different instructions for each attraction in this game. The elements that are consistent, however, are the **START** button and the **LEFT** and **RIGHT** directions on the control pad. The **START** button pauses the game. Pressing **LEFT** or **RIGHT** on the control pad moves the character (or the vehicle he's riding) left or right.

DISNEY TRIVIA SECTION

As you walk through the Magic Kingdom you will meet several friends of Mickey Mouse. Each of them will ask you a trivia question about Disney characters and events. When you answer them correctly, they will tell you where to meet the next person. When you answer the final question correctly, you will be given a silver key.

PIRATES OF THE CARIBBEAN

Six villagers have been kidnapped and they need you to rescue them. You must avoid the pirates until you find the special candle. With this candle, you can either toss it at the enemy characters, or use it to ignite the cannons. When you have gathered all of the villagers, you must light the signal fire to complete this section. Note: all of the attractions have a time limit. You will hear a warning sound when you are close to running out of time.

The **A** button makes the character jump. The longer you hold the button, the higher he jumps. The **B** button makes him throw his candle and light the cannon's fuses. Pressing **Down** on the control pad makes the character duck down.

THE HAUNTED HOUSE

This thriller has the scariest ghouls and ghosts in the Magic Kingdom! You will start this level with a limited supply of candles (the monsters hate the light). You'll need to collect extra candles as you progress through this nightmarish section. You will need a lot of candles to defeat the Master Spectre!

The **A** button makes the character jump. Again, the longer you hold the button, the higher he jumps. The **B** button makes him throw his candles. Pressing **Down** on the control pad makes the character duck down. Note: you can throw candles while running and jumping!

BIG THUNDER MOUNTAIN

On this attraction you'll have to steer a coal train across some pretty rough tracks. Avoid the dead ends, wrong-way crossing guards and rolling boulders as you head for the Goal station. To slow down the train, press the **B** button.

AUTOPIA

Peg leg Pete challenges you to a rough and ready auto race. Defeat him to claim one of the silver keys as your victory trophy. Be careful not to collide with the marker cones or the side of the track as this slows the car down. If you leave the track you'll have to start again.

Press **Up** while pressing the **A** button to shift gears up. Press the **B** button to brake. Note: you cannot jump all of the gaps. Some require a complete bridge to cross.

SPACE MOUNTAIN

Command a starship as Mickey Mouse gives you navigation signals to reach star "F". The screen shows the command console and the view of space. One of six signals will flash on the console mini-screen to direct your ship. When an arrow points up, down, left, or right press those directions on the control pad. When a meteor appears on the main viewing screen, you'll see a picture of a button on the left or right side of the mini-screen. Press the **A** button if the button is on the right side, and the **B** button if it's on the left side.

ENEMY CHARACTERS

TOMBSTONE GHOUL

MASTER SPECTRE

DANCING GHOSTS

SCREAMING ZOMBIES

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.